IN THE SPECIFICATION:

At page 1, prior to line 3, please insert new heading and text as follows:

--CROSS REFERENCE TO RELATED APPLICATION

Priority is claimed under 35 USC 119 from Finnish application FI 20021820, filed October 14, 2002.--.

At page 5, please cancel the paragraph beginning at line 31 and continuing to page 6, line 2.

At page 10, the paragraph beginning at line 31 and continuing over to page 11 has been rewritten as follows:

--There exists two type of frames: intra frames and inter frames. The intra frames contain all necessary information of an image whereas inter-frames only contain changes or predicted changes compared to a previous image. The previous image may be an intra frame or an inter frame. Therefore, if the frame P is an intra frame the shown picture only warps ahead in time from frame K to frame P. In this case the frames L-O are [[not]] simply not shown to the user. But if the frame P is an inter frame severe distortion in the shown (moving) picture is likely to occur before the next intra frame is received and played--.

At page 13, the paragraph beginning at line 11 has been rewritten as follows:

--In the embodiment just described, the frames (packets) that were lost during the CR period will be resent from the server to the client ~~devide~~ device. Also, since the buffer size is longer than the duration of the CR period, no interruption in the shown video picture should appear and the user experience is maximized.--; and

the paragraph beginning at line 26 has been rewritten as follows:

--A preferred embodiment of the invention concentrates on the above identified problem. In this embodiment, to ensure smooth ~~behaviour~~ behavior of the

shown video picture (correspondingly: played sound), the client device buffer is filled after the CR period, for a period of time, at a higher rate than it is emptied (played). This period may be called a filling period. When the filling period is over the buffer is full again and normal streaming in which the buffer is filled at the same rate as emptied is resumed.--.

At page 14, the paragraph beginning at line 3 has been rewritten as follows:

--It is to be noted that normally raising the degree of fullness of the buffer would require the playing to be paused. In the present embodiment, playing is not paused but the degree of fullness of the buffer can still be raised due to [[the]] a clever buffer management technique taught according to the present invention in which the buffer is filled, during playing, at a rate higher than the playing rate.--.

At page 17, the paragraph beginning at line 21 and continuing over to page 18 has been rewritten as follows:

--In the foregoing, it has been described that, for example, a video stream typically comprises both intra and inter frames, wherein the intra frames are 'independent frames' containing all necessary information of an image whereas inter-frames only contain changes or predicted changes compared to a previous image. In the following preferred embodiment of the invention, the timing of the switch from the lower bit rate sequence to the original bit rate sequence is more closely described ~~with~~ in this respect.--.

At page 24, the paragraph beginning at line 13 has been rewritten as follows:

--The resending request mentioned in the various embodiments of the invention may, in certain cases, actually be a sending request. One such case is considered as an alternative embodiment of the invention. In this embodiment, the client device (101) knowing beforehand that a cell reselection is going to occur in

[[a]] the very near future sends a PAUSE message to the streaming server (111) before the beginning of the cell reselection period, i.e. during the pre-CR period). Sending of the PAUSE message is triggered by a cell reselection initiation event notified to the client software 220 by means of the lower layer API. The PAUSE message causes the streaming server 111 to stop sending the streaming media. When the CR-period is over, the client device 101 then sends a PLAY message causing the streaming server to start sending at the point at which sending was stopped before the CR period. Playing of the streaming media is not stopped at the client device 101 in between, and if the client device buffer 240 has been selected to be longer in time than the time that cell reselection takes, the buffer 240 does not become totally empty during cell reselection and the user does not experience any jumps or interruption in playback. The PLAY message may contain a request to send at an increased speed in order to increase the degree of fullness of the buffer 240.--.